

Team Activity: Game Design Refinement

Get together in your final project channel. Each individual creates a document to take notes for this activity that you will turn in. In your new team repo, create a folder called “Documents” and a sub-folder called “Refinement”. Commit all your notes files into that sub-folder.

Part I, Critique

Idea 1: Let's Not Play Family Feud

- Unique and funny design, gameplay loop of similarly successful games
- Takes the best parts of Family Feud and mixes in the success of Among Us
- The PVP limitation makes the game easily balanced
- Limited in its co-op potential due to time constraints

Idea 2: Dark Cave Exploration Game

- Procedurally generated maps
- Light as a resource
- Little to no combat
- Horror experience
- Limited player involvement

Idea 3: The Reaper

- Compelling story
- Interesting conceptually in terms of gameplay
- Taking away from the gameplay means art assets and story need to be top notch
- Also limited player involvement, little freedom outside a linear story

Part II, Compare and contrast

Idea 1&2: Multiplayer Dark Cave Exploration

- Taking the aspect of having an imposter be in the cave as well, possibly as monsters from which the player needs to run away from
- Again very limited in its co-op potential due to the scope of the game

Idea 1&3: Let's Not be the Reaper

- Family Feud, but with murder and preselected story
- This sounds awful
- Let's not mix a game with no story and a game with little gameplay into an extremely complex, limiting aspect
- Can't do co-op
- Can't have a linear Family Feud
- The Reaper is very singular in its character focus, where the Family Feud sees multiple characters as a single object

Idea 2&3: The Reaper in the Dark

- The most plausible of the game ideas
- Takes the best of the story-given direction and adds a satisfying gameplay loop of cave exploration, randomly generated items backed with a purpose behind it all
- Adventurous in its goals, but more doable than local co-op lobbies
- Captures the aspect of the game we are most driving towards

Part III, Commit to a Direction

Over the course of this week, you are going to create your team game design document (in the same format as the last homework). Things will change as you go, but at this moment you need to commit to a relatively specific direction. As a team, talk through the design document questions below. You don't have to finalize details or write it down right now, but you need to have some general agreement. On Thursday, you'll start writing it down and really committing to the details.

High level: Objectives & conflicts

- 1) What is the player's goal, and what do they need to do to achieve it?
 - Explore the dungeon
 - Obtain the loot
 - Hide from enemies
 - Kill enemies
 - Survive as far down the dungeon as you can go
- 2) What are the most significant obstacles/conflicts to the player succeeding?
 - Light sources which maintain sanity
 - Enemies that want to kill the player
 - Limiting uses of weapons for self-defense
 - Increasing levels of difficulty
 - Possible boss enemies
 - Deciding the risk/reward of going into potentially dangerous loot rooms

More specific: The key system dynamics

- 3) What is the most important player action? The most common?
 - Running, hiding, looking for light sources
 - Running to the end of the dungeon
- 4) Under what different circumstances does the player perform that action?
 - Varied maps
 - Varied enemies
 - Varied items to change the experience from run to run
 - Varied weapons from which to fight back with
- 5) How does the environment respond to that action, and what are the possible outcomes?
 - Monsters will chase the player if they are seen
 - Standing too long in darkness decreases the player's sanity and increases the chance they will see monsters that aren't real
 - Using weapons on enemies consumes charges of that weapon and may break
 - Items may be used to create more light, restore sanity, give clues about the map or run/kill enemies

Commit to a specific idea

6) List 2-3 player experiences that will make the game fun and interesting. Be specific and player focused!

- Explore procedural dungeons with new ideas at every turn!
- Discover new items with untold secrets!
- Find and hide from different monsters in every level!
- Feel the fear of being alone in the dark!
- Get to the end of the game and discover the secret of the spire!

7) Draw out a sequence of screenshot sketches showing what a player would see during those critical gameplay experiences from question 6. Pay attention to what information is on screen (environment or UI elements).

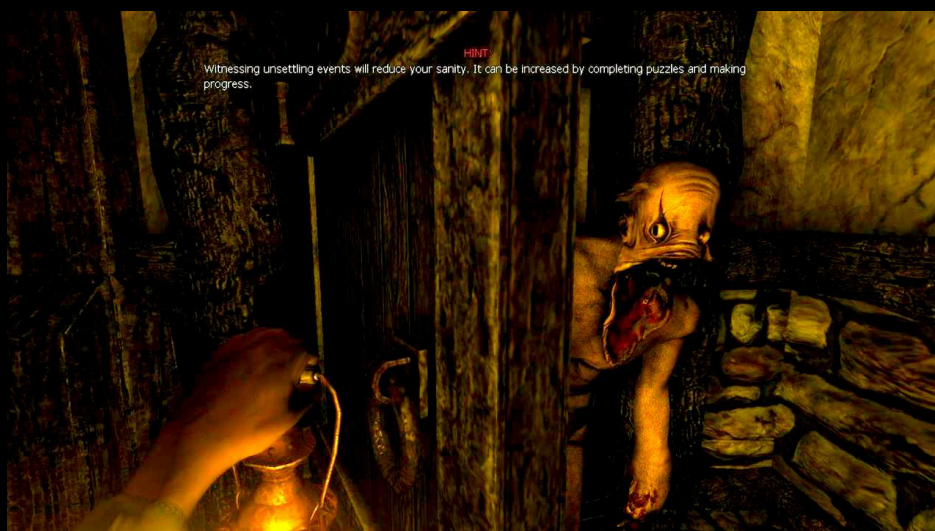
Explore varied procedurally generated levels!



Discover items on every floor!



Hide from enemies around the corner!



Watch your sanity bar... or illusions may start to follow you!



Take care not to run out of battery!



8) Write a 1-2 paragraph description that "sells" this concept to potential players. Try to capture what makes it uniquely interesting. Describe at least the premise, aesthetic, core gameplay and how you win or lose

A cave that only goes down. Cut off from the world above, you have no choice but to continue down this spiral horror you found yourself in. With no service to speak of, your phone is but a glorified lightmaker as you tunnel your way into these crafter catacombs.

Take heed, however; you are not alone. As you crawl deeper down the spire, more and more you realize the home you find yourself in was not made for mortal eyes. Take that limited light, and scavenge whatever you can in the depths to survive, and most importantly, don't get caught by whatever it is lurks beside you.

Spend too much time in the dark, and you'll become a part of it.